IN THE CLAIMS

Please amend the claims as follows:

1. (Twice Amended) A method of identifying game players and game moves, comprising:

in a first communication terminal having a first and a second memory location, storing a telephone number of said first communication terminal in said first memory location;

in a second communication terminal having a third memory location and a fourth memory location, storing a telephone number of said second communication terminal in said third memory location;

dialing at said first communication terminal, a telephone number of said second communication terminal;

storing said dialed telephone number in said second memory location;

establishing a communications link between said first and second terminals;

storing said telephone number of said first communication terminal in said fourth memory location;

displaying at each of said terminals, said telephone number of said first terminal retrieved from said first and fourth memory locations; and

displaying at each of said terminals, said dialed telephone number retrieved from said second and third memory locations while said telephone number of said first terminal is being displayed.

2. (Amended) The method of claim 1, further comprising:

activating at each of said terminals, a game mode to play a game between a first player associated with said first terminal and a second player associated with said second terminal;

defining a plurality of identifiers used to differentiate between said first and second players;

activating a first indicator representing said first player;

activating a second indicator representing said second player;

2

indicating at each of said terminals, which player is currently authorized to send a game move instruction;

receiving said instruction from said authorized player; and

displaying at each of said terminals, a game move and identifier associated with said received instruction.

10.   (Twice Amended)   A method of identifying game players and game moves, comprising:

in a first communication terminal having a first and a second memory location, storing a telephone number of said first communication terminal in said first memory location;

in a second communication terminal having a third memory location and a fourth memory location, storing a telephone number of said second communication terminal in said third memory location;

receiving at said second communication terminal, a telephone number of said first communication terminal;

storing said received telephone number in said fourth memory location;

establishing a communications link between said first and second terminals;

storing a telephone number of said second communication terminal in said second memory location;

activating at each of said terminals, a game mode to play a game between a first player associated with said first terminal and a second player associated with said second terminal;

displaying at each of said terminals, said received telephone number; and

displaying at each of said terminals, said telephone number of said second terminal while said received telephone number is being displayed.

3

19. (Twice Amended)   Apparatus for identifying game players and game moves, comprising:

a first communication terminal having a first and a second memory location, wherein said first memory location stores a telephone number of the first communication terminal;

a second communication terminal having a third and a fourth memory location, wherein said third memory location stores a telephone number of the second communication terminal;

means for dialing at a first communication terminal, a telephone number of a second communication terminal;

means for storing said dialed telephone number in said second memory location;

means for establishing a communications link between said first and second terminals;

means for storing said telephone number of said first communication terminal in said fourth memory location; and

means for activating at each of said terminals, a game mode to play a game between a first player associated with said first terminal and a second player associated with said second terminal;

means for displaying at each of said terminals, said telephone number of said first terminal; and

means for displaying at each of said terminals, said dialed telephone number while said telephone number of said first terminal is being displayed.

28. (Twice Amended)   Apparatus for identifying game players and game moves, comprising:

4

a first communication terminal having a first and a second memory location, wherein said first memory location stores a telephone number of the first communication terminal;

a second communication terminal having a third and a fourth memory location, wherein said third memory location stores a telephone number of the second communication terminal;

means for receiving at a second communication terminal, a telephone number of said first communication terminal;

means for storing said received telephone number in said fourth memory location;

means for establishing a communications link between said first and second terminals;

means for storing a telephone number of said second communication terminal in said second memory location;

means for activating at each of said terminals, a game mode to play a game between a first player associated with said first terminal and a second player associated with said second terminal;

means for displaying at each of said terminals, said received telephone number; and

means for displaying at each of said terminals, said telephone number of said second terminal while said received telephone number is being displayed.

---

37. (Twice Amended)   A method of identifying game players and game moves, comprising:

in a first communication terminal having a first and a second memory location, storing a telephone number of said first communication terminal in said first memory location;

in a second communication terminal having a third memory location and a fourth memory location, storing a telephone number of said second communication terminal in said third memory location;

receiving at said second communication terminal, a telephone number of said first communication terminal;

storing said received telephone number in said fourth memory location;

storing a telephone number of said second communication terminal in said second memory location;

displaying at each of said terminals, said received telephone number; and

displaying at each of said terminals, said telephone number of said second terminal while said received telephone number is being displayed.

38. (Twice Amended) Apparatus for identifying game players and game moves, comprising:

a first communication terminal having a first and a second memory location, wherein said first memory location stores a telephone number of the first communication terminal;

a second communication terminal having a third and a fourth memory location, wherein said third memory location stores a telephone number of the second communication terminal;

means for receiving at said second communication terminal, a telephone number of said first communication terminal;

means for storing said received telephone number in said fourth memory location;

means for storing a telephone number of said second communication terminal in said second memory location;

means for displaying at each of said terminals, said received telephone number; and

means for displaying at each of said terminals, said telephone number of said second terminal while said received telephone number is being displayed.

39.   (Twice Amended)   A method of identifying game players and game moves, comprising:

in a first communication terminal having a first and a second memory location, storing a telephone number of said first communication terminal in said first memory location;

in a second communication terminal having a third memory location and a fourth memory location, storing a telephone number of said second communication terminal in said third memory location;

dialing at said first communication terminal, a telephone number of said second communication terminal;

storing said dialed telephone number in said second memory location;

storing a telephone number of said first communication terminal in said fourth memory location;

displaying at each of said terminals, said telephone number of said first terminal; and

displaying at each of said terminals, said dialed telephone number while said telephone number of said first terminal is being displayed.

40.   (Twice Amended)   Apparatus for identifying game players and game moves, comprising:

a first communication terminal having a first and a second memory location, wherein said first memory location stores a telephone number of the first communication terminal;

a second communication terminal having a third and a fourth memory location, wherein said third memory location stores a telephone number of the second communication terminal;

means for dialing at said first communication terminal, a telephone number of said second communication terminal;

means for storing said dialed telephone number in said second memory location;

means for storing a telephone number of said first communication terminal in said fourth memory location;

means for displaying at each of said terminals, said telephone number of said first terminal; and

means for displaying at each of said terminals, said dialed telephone number while said telephone number of said first terminal is being displayed.

Please cancel Claims 41-44, 46-52 and 54-59 without prejudice.

8